THE ILLUSTRATED comic collector's HANDBOOK

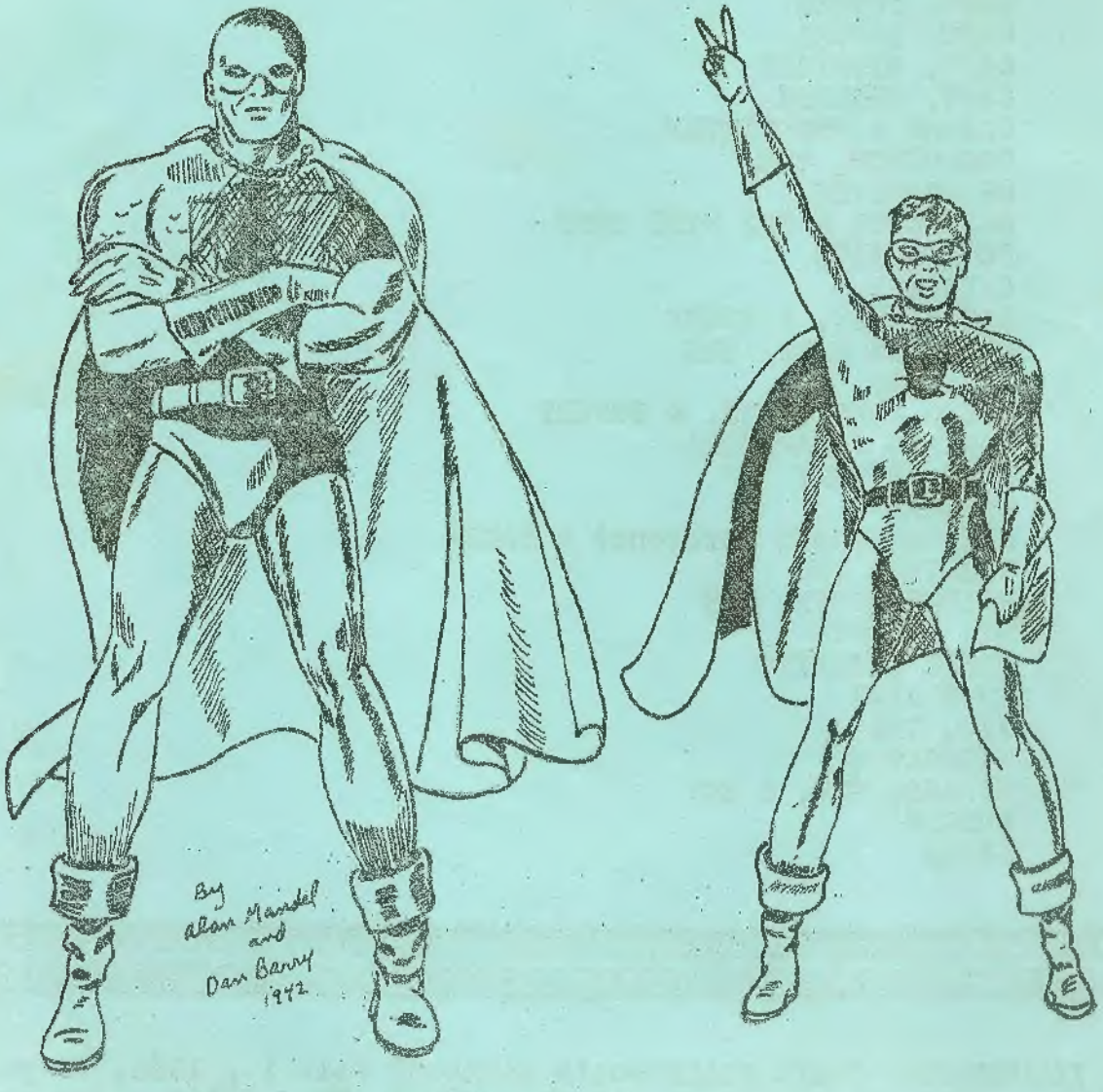
THE ILLUSTRATED COMIC COLLECTOR'S HANDBOOK Vol. No. 1

Heroes in this volume--listed in alphabetical order:

AIRBOY
ANGEL, THE
AMERICAN CRUSADER, THE
BATMAN & ROBIN
BLACK ANGEL, THE
BLACK LION, THE, & THE CUB
BULLETMAN & BULLETGIRL
CAPT. AMERICA & BUCKY
CAPT. FUTURE
CAPT. MARVEL
CAPT. MIDNIGHT
CAPT. TRIUMPH
CATMAN & THE KITTEN
CONQUEROR, THE
CRIMEBUSTER
DAREDEVIL & THE WISE GUYS
DOCTOR FATE
DYNAMO
EAGLE, THE, & BUDDY
FIGHTING YANK, THE
FIN, THE
GREEN ARROW, THE, & SPEEDY
HAWKMAN & HAWKGIRL
MISS VICTORY
PYROMAN
SANDMAN (both versions) & SANDY
SPECTRE, THE
SPIDER QUEEN, THE
SPY SMASHER
STEEL STERLING
13 & JINX
WEB, THE
WILDCAT
WIZARD, THE, & ROY
VULCAN
ZEBRA

XXXX

rt to Daredevil himself, this was the longest running costume
:o strip in DAREDEVIL COMICS, being in #3-18. Jinx came on the
)ne in DD #5. Harold Higgins was a jinx; for on the 13th of
)ry month a personal tragedy would strike him and finally he
: fired from his joh--on April 13th. But he felt he was framed
l set &ut to prove it wasn't his fault he lost his job. Since
: name had 13 letters in it he used the name "13" and then
)ceeded to prove that it was his boss who framed him. The
lgin story was by Bernie Klein and Dick Wood but most stories
:e by Alan Mandell w solo or with Dan Barry.



13 and JINX

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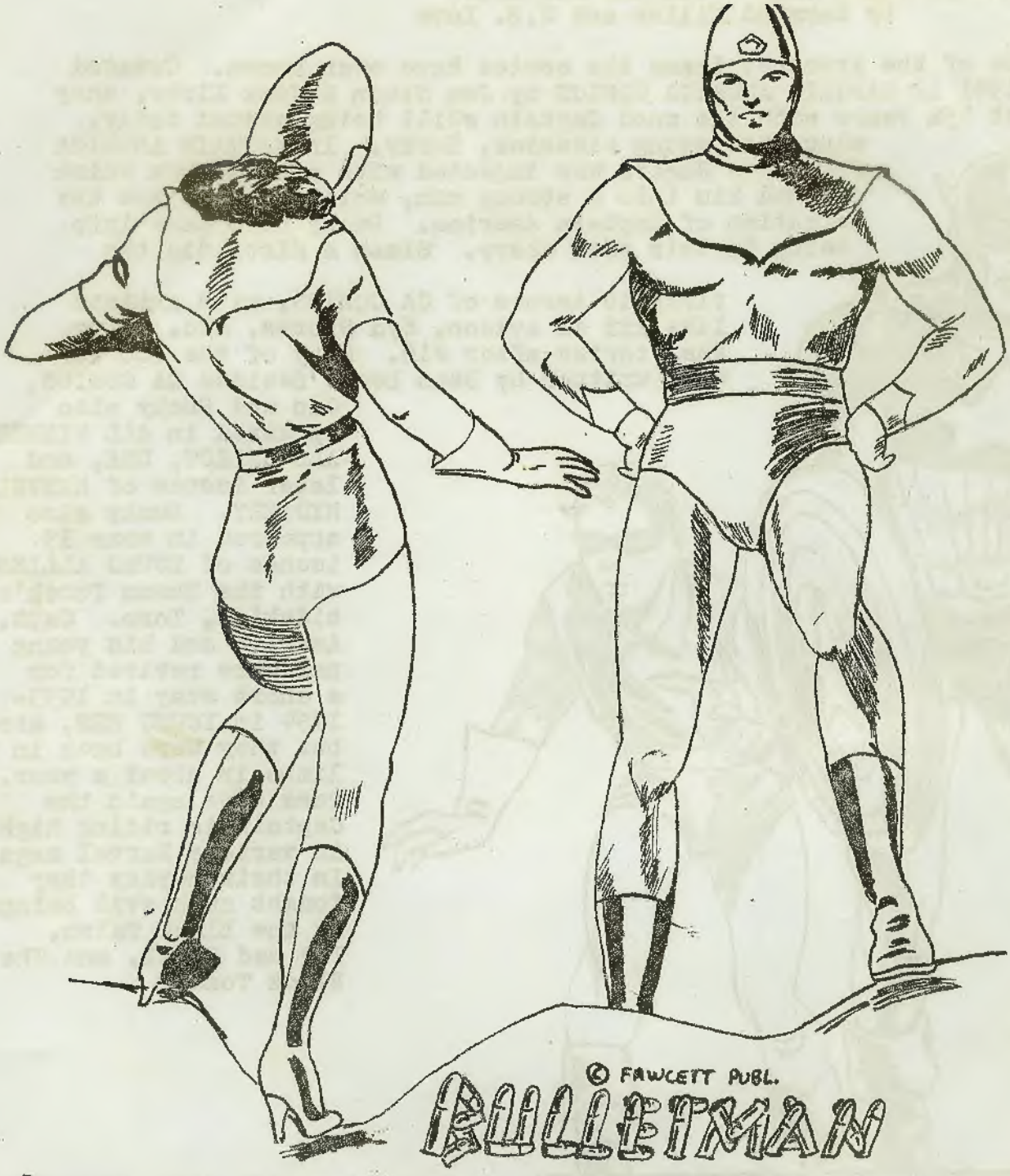
The American Crusader, "Champion of Democracy", was the best drawn of all Better Publication heroes. Professor Archibald Masters accidentally came into contact with a powerful atom smasher that changed his whole atomic structure giving him superhuman strength. While his secretary, Jane Peters, was as much a part of the strip as our hero, she never knew who he was. The American Crusader was in THRILLING COMICS 19-35,37-39,41 and in AMERICA'S BEST 6. He was also featured on the covers of THRILLING 19-24, and these were also the issues that had beautiful art on the strip. His costume was red with black boots, hood, cape, and blue gloves and trunks.

The world's most fearless youth--that was Airboy. This was Hillman's best known comic character. He flew through dozens of issues of AIR FIGHTERS COMICS and even changed the title to AIRBOY COMICS. His plane was like a hummingbird in that it could stop in mid air and also flap its wings. He nicknamed it Birdie. Many early stories were drawn by Barry Kida. Airboy was one of the better comic heroes of 1943, as were just about all the ~~xxx~~ characters in that comic (AIR FIGHTERS) during that time. It is not unusual to find many of the older fans list Airboy as one of the top ten all time costume heroes.

g GOLDEN AGE HEROES--"Capsule Histories"
by Raymond Miller and G.B. Love

Here is one of the greatest teams the comics have ever known. Created in early 1941 in CAPTAIN AMERICA COMICS by Joe Simon & Jack Kirby, they span almost 25x years with the good Captain still being around today, minus his young sidekick, Bucky. In CAPTAIN AMERICA #1, Steve Rogers was injected with a new serum which turned him into a strong man, which in turn was the creation of Captain America. Bucky also came into being in this same story. Simon & Kirby did the first 10 issues of CA COMICS, with artists like ~~xxx~~ Al Avison, Syd Shores, etc. doing the stories after #10. Many of the stories were written by Stan Lee. Besides CA COMICS, Cap and Bucky also appeared in ALL WINNERS ALL SELECT, USA, and later issues of MARVEL MYSTERY. Bucky also appeared in some 19 issues of YOUNG ALLIES with the Human Torch's sidekick, Toro. Capt. America and his young pal were revived for a short stay in 1953-1954 in YOUNG MEN, etc. but they were back in limbo in about a year. ~~xxxx~~ Once again the Captain is riding high in various Marvel mags. In their heyday they fought such evil beings as the Black Talon, The Red Skull, and The Black Toad.

CAPTAIN AMERICA AND BUCKY



JIM BARR, mild police laboratory worker, perfected gravity helmets for himself & Susan Kent, which enabled them to fly. Jim "Bulletman" Barr began his career in NICKEL COMICS #1 back in 1940. When NICKEL folded Bulletman moved to MASTER COMICS, and with MASTER #13 Susan Kent became Bulletmgirl. Besides enabling them to fly, the helmets immuned ~~kmxk~~ them to bullets. For a couple of issues around #22 MacRayboy drew the strip but most later stories were by Jack Binder. Among his foes were; The Weeper, The Black Rat, and the Murder Prophet. Bulletman appeared in NICKEL 1-8, MASTER about 8-105 or 106, BULLETMAN 1-16 and AMERICA'S GREATEST 1-8.

CAPTAIN MIDNIGHT 1942

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One of the few costume heroes to start right out in his own comic magazine. He made his debut for Fawcett in CAPT. MIDNIGHT #1, Sept. 30, 1942, which ran for 31 issues. He also appeared in ALL HERO #1 and AMERICA'S GREATEST #8. His secret identity was Capt. Albright and his friends included Ichabod Mudd, Chuck, and Joyce Ramsay. Capt. Midnight enjoyed a great career--in comics, newspapers, movies, radio and TV. He was in comics before Fawcett acquired him but at that time he wasn't a true costume hero. The illo shown here is the one he wore in CAPT. MIDNIGHT #1-6. With #7 the costume became tighter and the dead gear more modern. Over the years he met up with such villains as Baron Von Togo--part Jap--part German--and all rat. Early stories were by Jack Binder.

This was Better Publication's second oldest costume hero, starting his career in STARTLING COMICS #1, June 1940. He was last in #40 of the same comic. He also made a few appearences in AMERICA'S BEST. Andy Bryant was able to obtain supernormal powers by crossing Gamma Rays and Infra-Red bandrays by means of a machine. Then, as Capt. Future, he was an arch foe of crime. In every day life, Bryant was a meek young engineer. His costume was red, yellow, and blue.

This short lived character was in VICTORY COMICS 1-4, which was before Hillman Publications introduced Airboy. The Conqueror was drawn by Bill (Sub-Mariner) Everett. He had no secret identity or special powers. His costume was all white trimmed in blue and red.

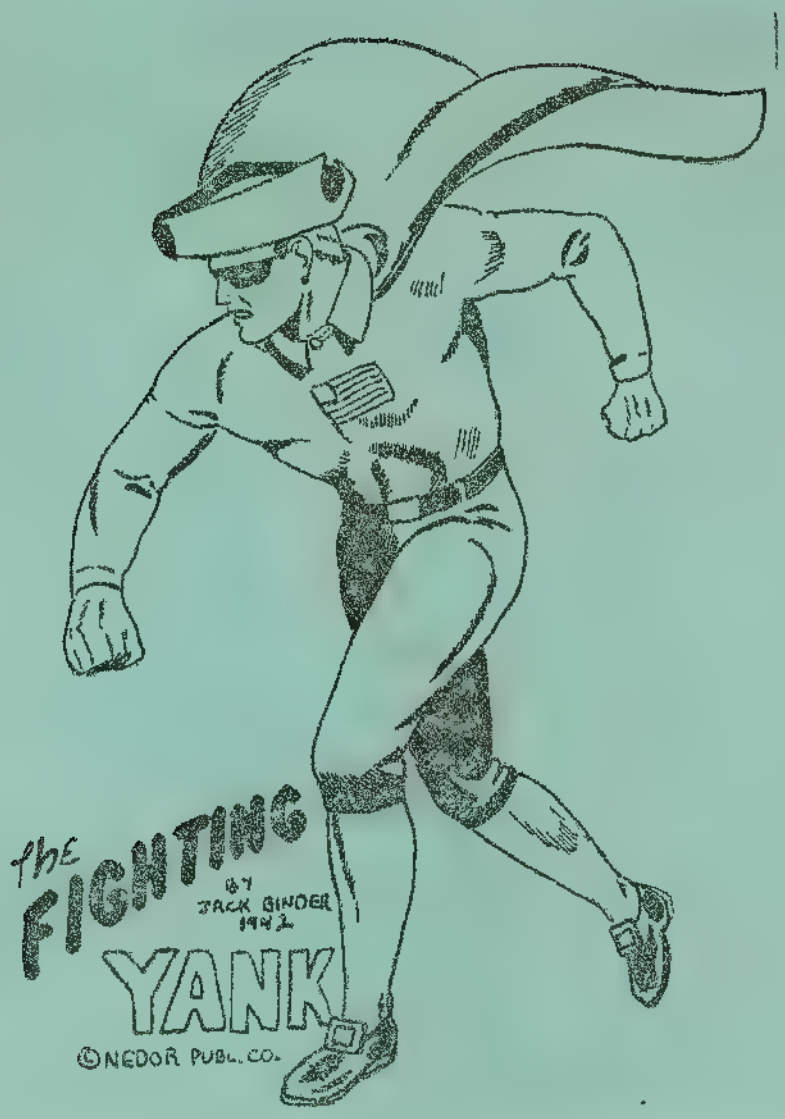
GOLDEN AGE HEROES--Capsule Histories--"Captain Triumph"
By Raymond Miller and G.B. Love

This was CRACK COMICS' first big star and not only did he appear in all issues from #27 (origin) thru #59 but on all these covers too. In 1942 Michael Gallant died bravely but his ghost lived on. By touching a birthmark on his left wrist, Lance Gallant (Michael's twin brother) merged with the spirit of his dead brother to become Capt. Triumph!--the super nemesis of crime. Only two people shared the secret--Michael's former fiance, Kim Meredith, and in later issues, Biff Banks, Lance's faithful friend. Besides having great strength, Triumph could also fly. ¶ This was one of the better drawn strips of the forties having at one time or another Rubi Moore and Reed Crandall. Crandall's art appeared in most later issues.
Only Lance could hear and see the spirit of his departed brother who was always in this spirit for when Lance was not Captain Triumph. Triumph was a blonde haired man who wore a red shirt, white riding pants and brown boots. One of ~~my~~ Quality Publications best, which is saying a lot when you consider that they also had such heroes as Plastic Man, Doll Man, & Blackhawk.

GOLDEN AGE HEROES--Capsule Histories
by Raymond Miller and G.B. Love

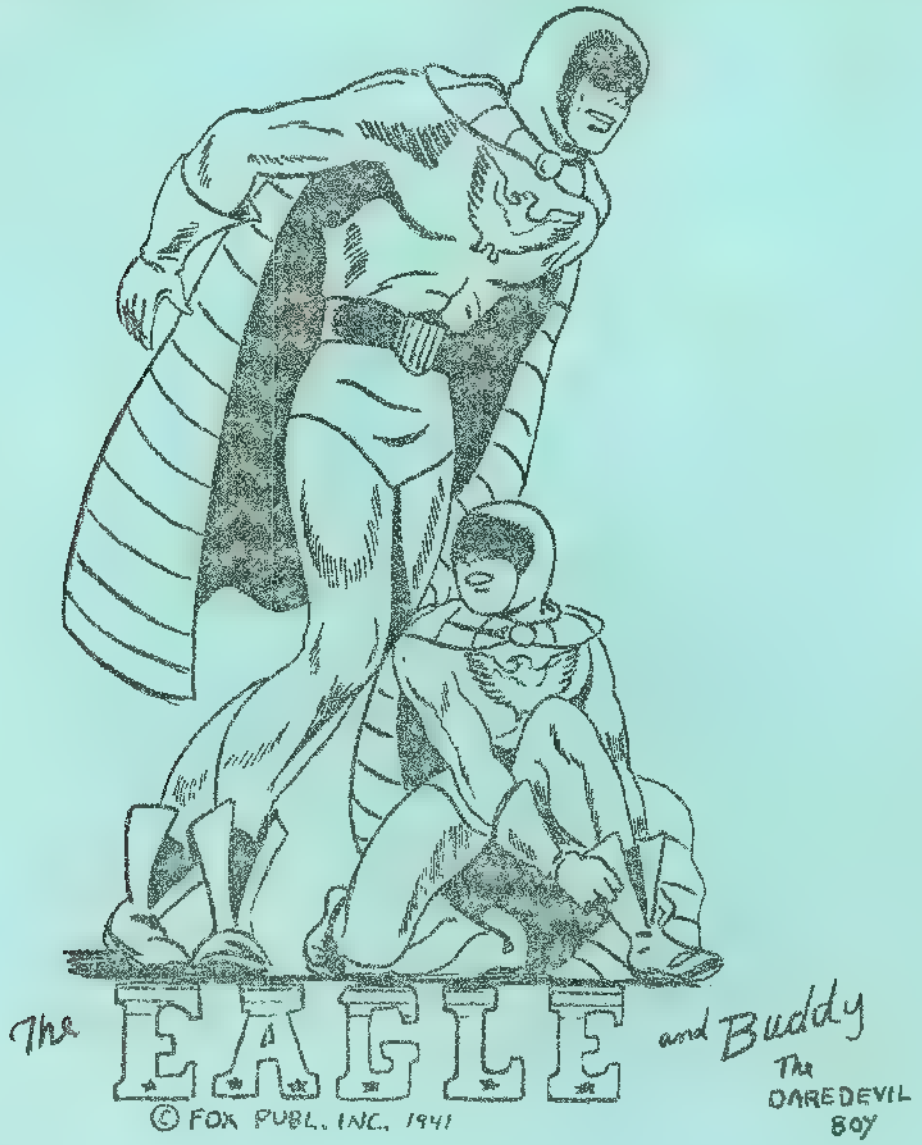
Dr. Fate made his debut in MORE FUN #55, May 1950. He was a wizard of unlimited power and of ancient origin. Dr. Fate was placed on Earth by elder gods long before the time of man. His domain was a doorless--windowless tower which he entered by walking through its walls. With his complete control ofx energy, any blow or spray of bullets directed at him were turned into power for his own use. He could also emit rays of energy that could knock over buildings & dispose of crooks. During his early career he never removed his helmet. With issue 67 a new origin appeared and we find that he is not a man of a 1,000,000 years ago but only about 20. This time we learn a man named Nabu, who is close to a half million years old and from the planet Alia, is found by Kent Nelson in Egypt. For setting him free Kent is given the secrets of the universe and a costume. With MORE FUN #72 his helmet was modified and half its original size. After that it was slowly down hill. In #79 he is knock out, #80 he couldn't break his bindings, and in 81 he couldn't fly. These were only oddities because later he could still do all but ~~fix~~ by the end (MF #98) he had lost about everything but the power to fly. Even his costume was streamlined as he was stripped of his cape, then the epaulets on his shoulders. In early issues he had a girl friend named Inza. Almost all stories were by either Howard Sherman or Stan Asch. Besides MORE FUN #55-98, Dr. Fate was also in ALL STAR 3-12,14-19,&21. In #21 he was drawn by Joe Kubert. Some of his foes were Karkull, Mr. Who, and The Clock. His costume was blue with yellow boots, cape, helmet, trunks, and the amulet on his chest.

Dynamo was really Jim Andrews, electrical expert, who became dynamic through an accidental shock. He could throw electric bolts of lightning from his finger tips. His costume was green with red cape, blue boots, and gloves and mask also red. He was in SCIENCE 1-8 and WEIRD 7 to end. Incidently, in SCIENCE #1 he was called Electro.



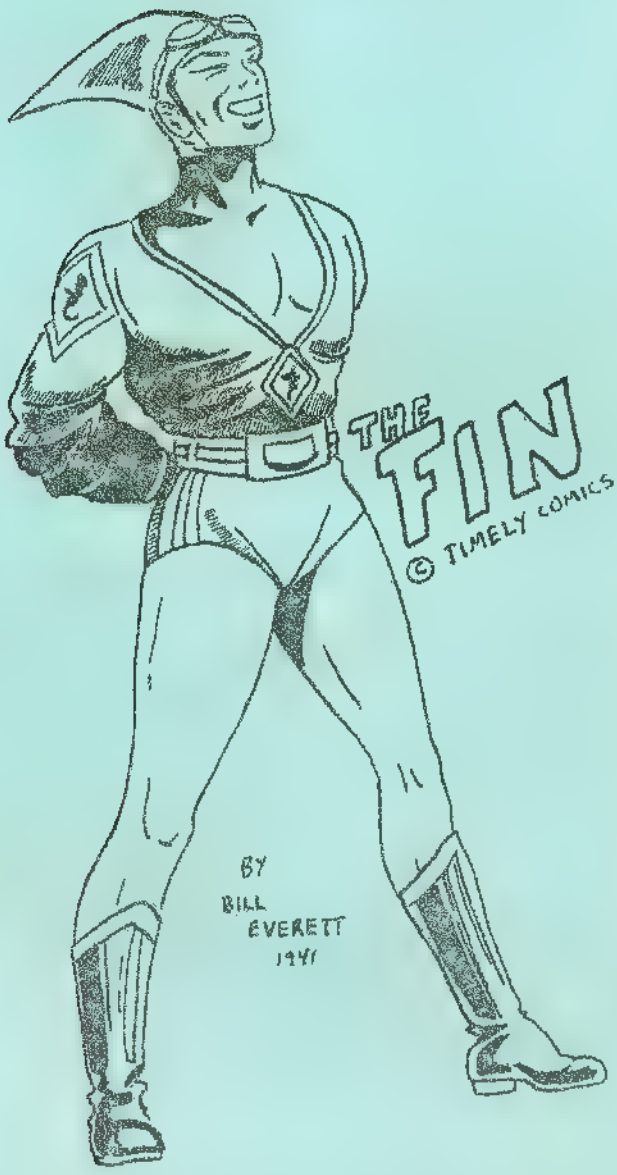
The Fighting Yank started somewhere between STARTLING #8 and 11. He was created by Richard E. Hughes and Jon L. Blummer. In his alter ego he was Bruce Carter III --who found his ancestor's cloak (which was bulletproof) and gave him strength. With it and the costume Fighting Yank was born. Whenever,he was in dire need and it looked as though all was lost, Bruce Carter I (a patriot) would appear in spirit form and would give Fighting Yank that extra bit of patriotism and courage to see him through. Bruce's fiance was Joan Farwell, who knew his secret. Many of the stories in 1942 were drawn by Jack Binder, at his best. In all, Fighting Yank appeared in STARTLING up to #49, AMERICA'S BEST, #9, 13-25, and 24 issues of his own comic.

The Eagle was one of Fox's older heroes, beginning in Science COMICS #1, Feb. 1940. These were the pre-Buddy days in SCIENCE and he wasn't one of Fox's top stars in 1940 and only made the cover of this comic twice. When SCIENCE folded he moved over to WEIRD COMICS with #7, Aug. 1940, where he was joined by Buddy. However, we still find him taking a backseat, this time to WEIRD's leading character, The Dart. Then in late 1941 Fox started to push The Eagle & Buddy as patriotic characters and they took over the lead and cover of WEIRD and then were awarded their own book. Early art wasn't too bad ~~&~~ but the early stories in WEIRD were. In #12 the Eagle wore no shirt and Buddy just wore shorts and undershirt. The art looks like that of Chuck Winter. In #17 the costumes were both the same but the legs were bare and there was no emblem on their chest. With #18 the change was completed and at last they had their colorful red & blue costumes.



Green Arrow is one of the oldest costume hero strips still being published. GA & Speedy began their career in MORE FUN 72 under the pen & pencil of George Papp, who worked on the strip til around #84, give ar take an issue. He also did many of the GA stories in the late 40's eand early 50's. During 1943-45 most stories were drawn by Cliff Young--Simon & Kirby did the strip in 1958-59. It wasn't until MORE FUN #89 that the origin was finally told. Oliver Queen (GA) met Roy Haper (Speedy) out West when they were trapped in a cave by crooks. They fought their way out with their bows. Queen was using green arrows and one ofEM the crooks yelled, "Watch out for that Green Arrow!" and another yelled, "That kid's speedy!", and hence Green Arrow & Speedy. They were in MORE FUN #73-107, ADVENTURE #103-205,207-269, and WORLDS FINEST #7-133, and LEADING #1-14

The Fin's origin appeared in DARING MYSTERY #7. In this story, a submarine wrecks and all aboard perish except a young US Naval Cadet name Lt. Peter Nobel. After escaping from the doomed sub, he finds himself in an undersea cavern dominated by green creatures with human bodies and wings. Soon, he is in mortal combat with their leader and wins, and then becomes their master. Nobel then adds a costume and shark's fin and presto--The Fin. Like Sub-Mariner, he spent most of his time in the water.



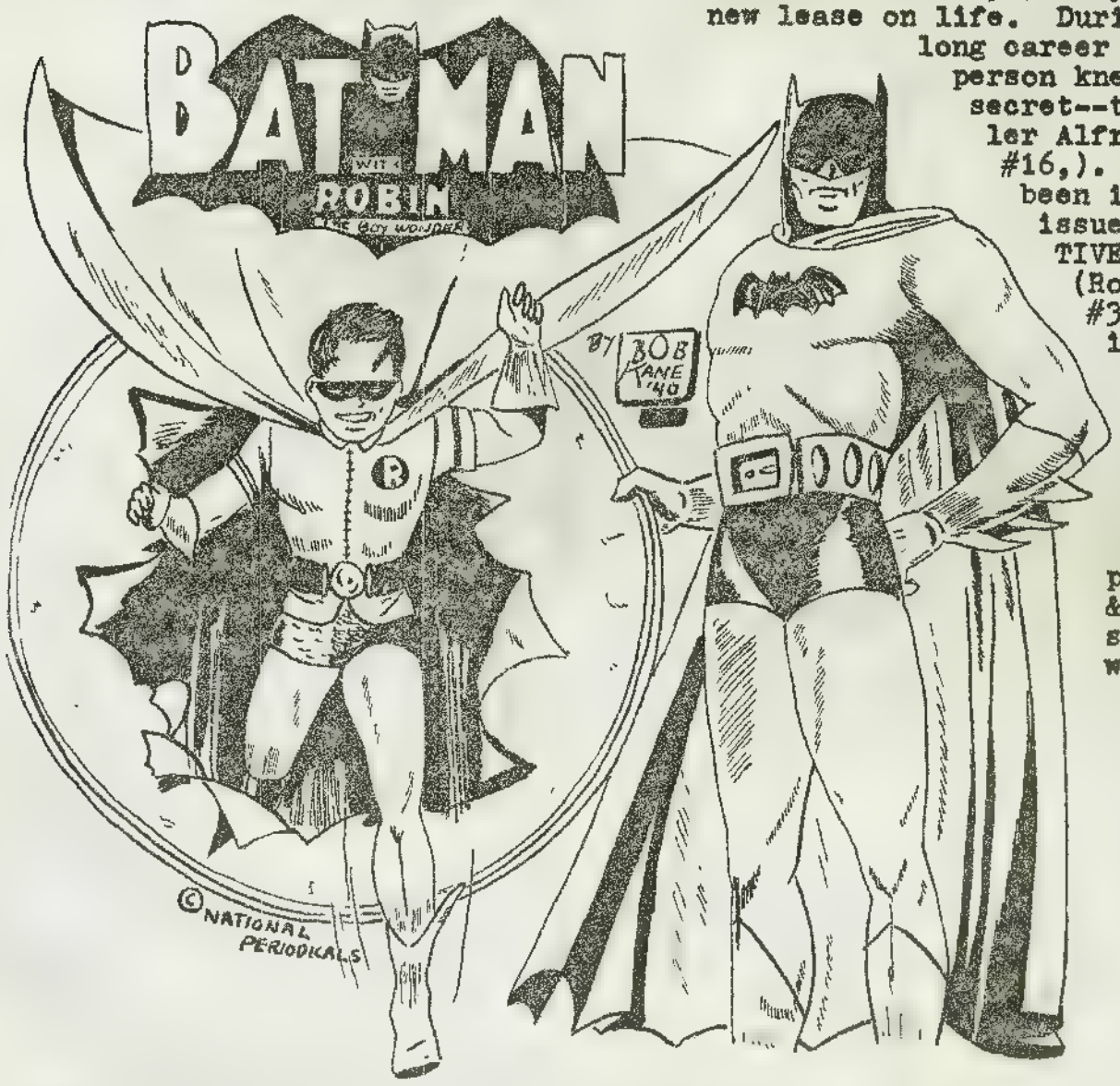
Pyroman appeared in STARTLING COMICS 18-43 and AMERICA'S BEST 3 or 4 to 8, 10-12, & 13. Dick Martin had unknowingly immunized himself against electricity in his high voltage experiments. He was wrongly sentenced to die in the electric chair but was saved and Pyroman was born. His costume was all red with a light purple hood. He used electricity as his weapon and could fly utilizing magnatism. Martin's friend, Mr. Clark, knew his secret but his daughter, Joyce Clark, did not.

To her friends, Joan Wayne was just another timid little stenographer, but to criminals she was a beautiful bundle of dynamite known as Miss Victory. Her stories seldom ran over 6 page but she got plenty done in that amount of space. Most stories were drawn by Charles Quinlan. Her costume consisted of a blue top with a white V, red boots, trunks, cape, and gloves. She was in CAPT. AERO COMICS from #7 thru 25, the last issue of that comic. She also appeared in CAPT. FEARLESS COMICS.

One of Fawcett's greatest war years heroes was Spy Smasher, who started his career in WHIZ #1, in a minor role. It wasn't until 1941 that he really caught on. At first, his costume wasn't much more than a pilots uniform but later it became like that shown on this page being brown in color and in 1942 the color was changed to green. Spy Smasher had no powers of his own but he flew an air craft known as the Gyro-Sub, which was quite formidable Only his fiancee, Evex Corby, shared his secret. At times, during 1942, one will find beautiful art on this strip--which still ranks with some of the best. 3 of SS's most deadly foes were the Man in the Iron Mask, The Headsman, and America Smasher. SS was in WHIZ 1-75, AMERICA'S GREATEST 1-6,8, and ALL HERO #1. With WHIZ #76 Alan Armstrong became Spy Smasher--a James Bond type character--and lasted another 7 issues.

GOLDEN AGE HEROES--"Capsule History"
by Raymond Miller and G.B. Love

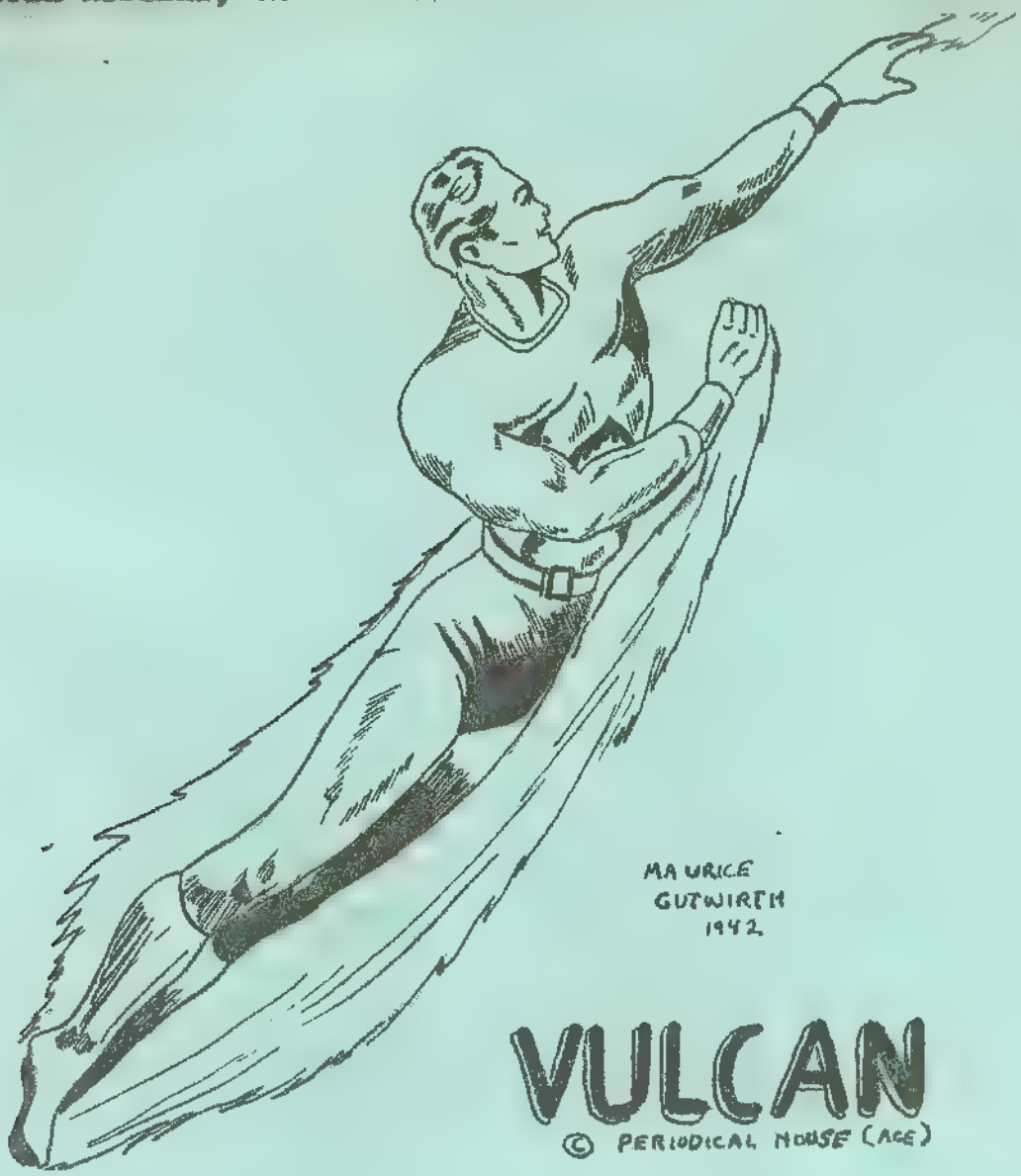
he greatest costumed detective team of all time. This is the creation f Bob Kane, who made Batman and Robin a part of America. Neither of hese characters possess any powers at all.e Only their athletic skill nd keen brains have outwitted criminals for over 25 years. Batman 1st ppeared in DETECTIVE #27 but it wasn't until #33 that the origin of this ight Creature" was told. A stick-up man had killed Bruce Wayne's parnts one night as they came home from a movie. That night, young Bruce owed to avenge their deaths by warring on all criminals. As years mq assed Bruce became a master scientist and developed his body to physial perfection. Now, wealthy from his fathers' estate, he is ready to ight crime--not as Bruce Wayne but as Batman--a name he took from a bat e saw. With DETECTIVE #38 Robin is introduced and his origin was much ike Batmans'. His parents were killed by gangsters, only he didn't have o wait 15 years to grow up, Batman taught him all he knew and Dick Grayson hus became Robin. Over the years they have met many master criminals, uch as; Two Face, The Penguin, The Cat-Woman, and one of the most famous f all comic book villains, The Joker. In the late 50's and early 60's heir stories started to slip asw such characters as Bat-Girl, Bat-Woman, nd Bat-Mite were introduced, but with DETECTIVE COMICS #327 they got a new lease on life. During their long career only one person knew their secret--their butler Alfred (BATMAN #16,). Batman has been in every issue of DETECTIVE since #27 (Robin since #38) and both in every issue of BATMAN and WORLD'S FINEST. All this plus a daily and Sunday newspaper strip & two movie serials as well.



This beauty was the darling of AIR FIGHTERS COMICS in 1942-43. The Black Angel had many different artists but the blue-black skin tight costume was always there. (This was probably one of the tightest costumes ever worn by a comic hero.) While she had no powers, The Black Angel could fly an airplane with the best mg of them. Many stories featured her with no secret identity but she was really Sylvia Manners. Most stories had an eerie background and she was a creature of the night--sort of a female Batman.

This was one of Fox's 1941 minor heroines. She got her start in EAGLE COMICS #2, and also appeared in 3 and 4 before her short career with Fox came to an end. The top of her costume was very revealing (which was not at all unusual in those days)--open to the waist. Her real name was Sharon Kane. Her love interest was in the form of her boy friend, Mike O'Bell, who did not share her secret. Her costume consisted of a red skirt and mask, light blue blouse and yellow boots & cape.

Born in the first issue of SUPER-MYSTERY COMICS, Vulcan was a direct descendant of the famous fire god and like the Human Torch he used his mastery over fire and heat to fight evil. He was able able to fly when he had his flame, however, although his body was surrounded by Yellow flame, the Vulcan's body was never on fire. The art in most of the stories was by either Maurice Gutwirth or Jack Alderman. Aside from appearing in issues 1-14 of SUPER-MYSTERY, the Vulcan also was in 1-3 of FOUR FAVORITES.

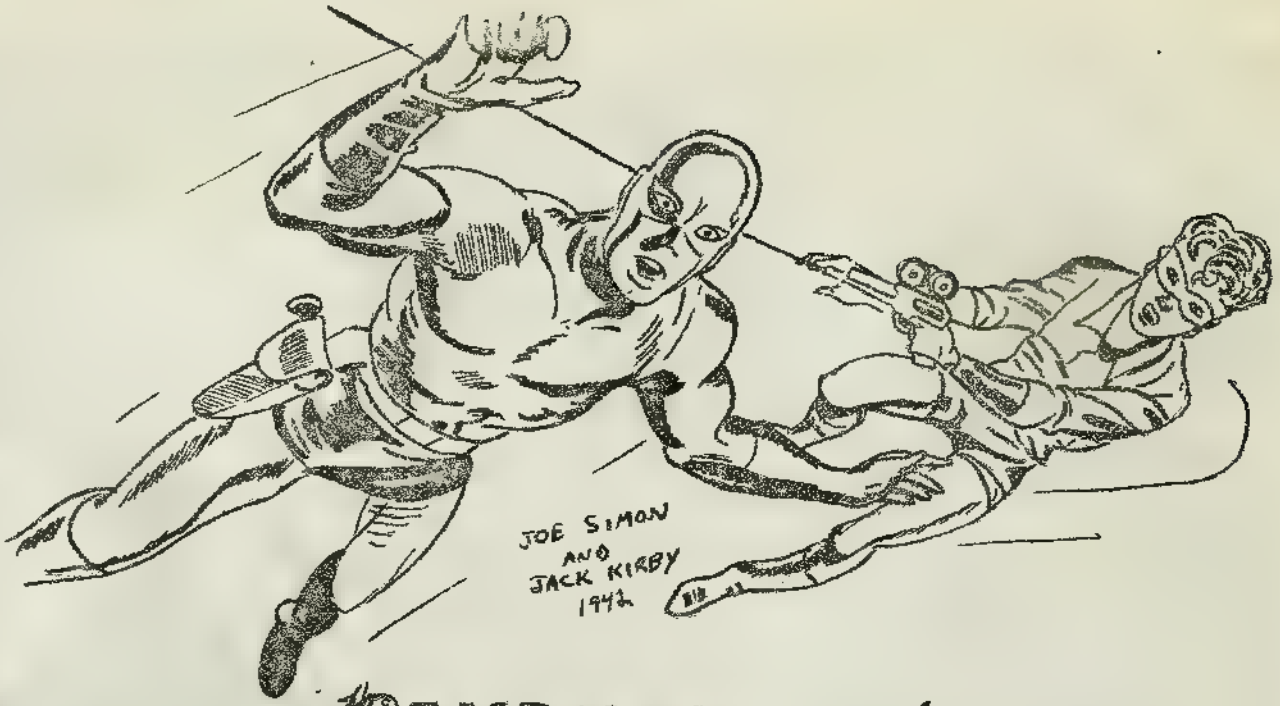


GOLDEN AGE HEROES--"Capsule History"
by Raymond Miller and G.B. Love

This was MLJ's first costume hero and he came upon the scene in TOP NOTCH #1, Dec., 1939. During his first six stories he wore a tuxedo, high hat, cape, and mask. The costume was added in #7 which the Wizard devised to make himself invulnerable (the coloring is the same as Superman's). The "Man with the Super Brain" was really Blane Whitney, the great, great grandson of General Steven Whitney--chief aid to Washington in the Revolutionary War. No member of the Whitney family ever failed Uncle Sam and Blane was no exception. At the age of 14 he started to become a mental wizard. Then, after World War I, he attended high school and college and became an brilliant inventor and an all around athelete. By the time he graduated from college he was a wizard with the greatest brainpower on earth. During his early career he fought international spies but later he and Roy spent most of time breaking up crime at home. The Wizard was in TOP NOTCH 1-27 and SHIELD-WIZARD 1-13. Roy the Super Boy was added in TOP NOTCH #8. By his and The Wizard's end both had lost any powers they had and were just "common" crime-fighters in costume. Roy's costume was made up of blue trunks, red & white stripped shirt, red mask, and white tennis shoes. A few of the men who handled the strip were Ed Ashe, Al Camy, Paul Rienman, and Harry Shorten.

GOLDEN AGE HEROES--"Capsule History" by Miller & Love

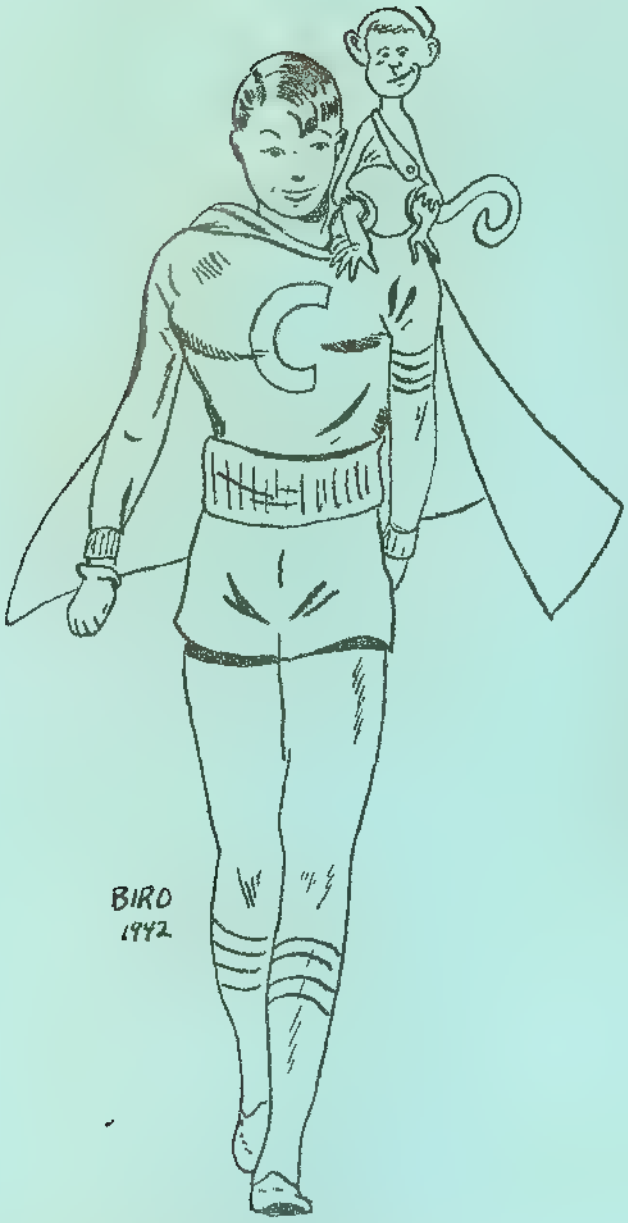
The Sandman first made his appearence in ADVENTURE COMICS #40. As you can see, he was a true man of mystery, along the lines of The Shadow and Green ℰ Hornet. This early Sandman was to have many artists of which 2 are the best known--Ogden Whitney and Cliff Young. In ADVENTURE #69 a new costume was added, much like the S&K version but with a cape. Sandy the Golden Boy was added in that issue also. With #72 Simon & Kirby took over the



strip and a number of minor changes in costume took place, the biggest being the dropping of the cape. Sandman was really Wes Dodds (Sandy was Sandy Hawkins). In earlier strips, before Sandy Dodds had a girl friend named Dian Belmont, who was introduced in #47. ADVENTURE #102 was Sandman's last issue. He was also in ALL STAR 3-19, 21, and 21, WORLD'S FINEST 3-7. and both WORED'S FAIR COMICS.

One of Family Comics longest running second string costume heroes. The Zebra (John Doyle) was born in POCKET COMICS #1, Aug. 1941. POCKET COMICS were smaller in size but contained 100 pages. Doyle was convicted of murder but escaped from prison and, using his stripped prison uniform, fashioned the costume of The Zebra. This origin was reprinted in x GREEN HORNET COMICS #7. The Zebra appeared in POCKET COMICS #1-4, GREEN HORNET COMICS 7-24,26,28-30, as well as guest appearing in ALL NEW #10. Two of the artists that worked on this strip were Arturo Cazeneuve and Joe Kubert, not to mention B. Fuje. Early stories had the Zebra in a costume that covered all his body, but it was soon modified. Some stories had him wearing a cape while others didn't. Kubert was one of the artists who omitted the cape, and also the gloves.

the world's mightiest mortal" and one of the five greatest costume heroes of all time. Capt. Marvel got his start in WHIZ COMICS #1, when Billy Batson came upon the figure of old Shazam in an old subway tunnel. As Shazam died he gave Billy the powers of Capt. Marvel. Whenever he was in trouble he called the famous name of "SHAZAM" and he became Marvel (or he disappeared and was replaced by the Captain--this point is open to debate). He was to appear in every issue of WHIZ, CAPT. MARVEL ADVENTURES, AMERICA'S GREATEST, MARVEL FAMILY, CAPT. MARVEL STORY BOOK, XMAS, HOLIDAY, and GIFT COMICS. No one but Mary Marvel, Capt. Marvel Jr., the Sivana family , and all the readers knew his secret. It was in CAPT. MARVEL ADVENTURES #22-46 that you will find the great Mr. Mind in the Monster Society serial. Cap had many foes to battle--like Sivana, Ibac, Nippo, Capt. Nazi, etc. It was in Capt. Marvel stories that Mary Marvel, Capt. Marvel Jr. and Radar got their starts. And, of course, many of the stories were by Otto Binder.



CRIMEBUSTER
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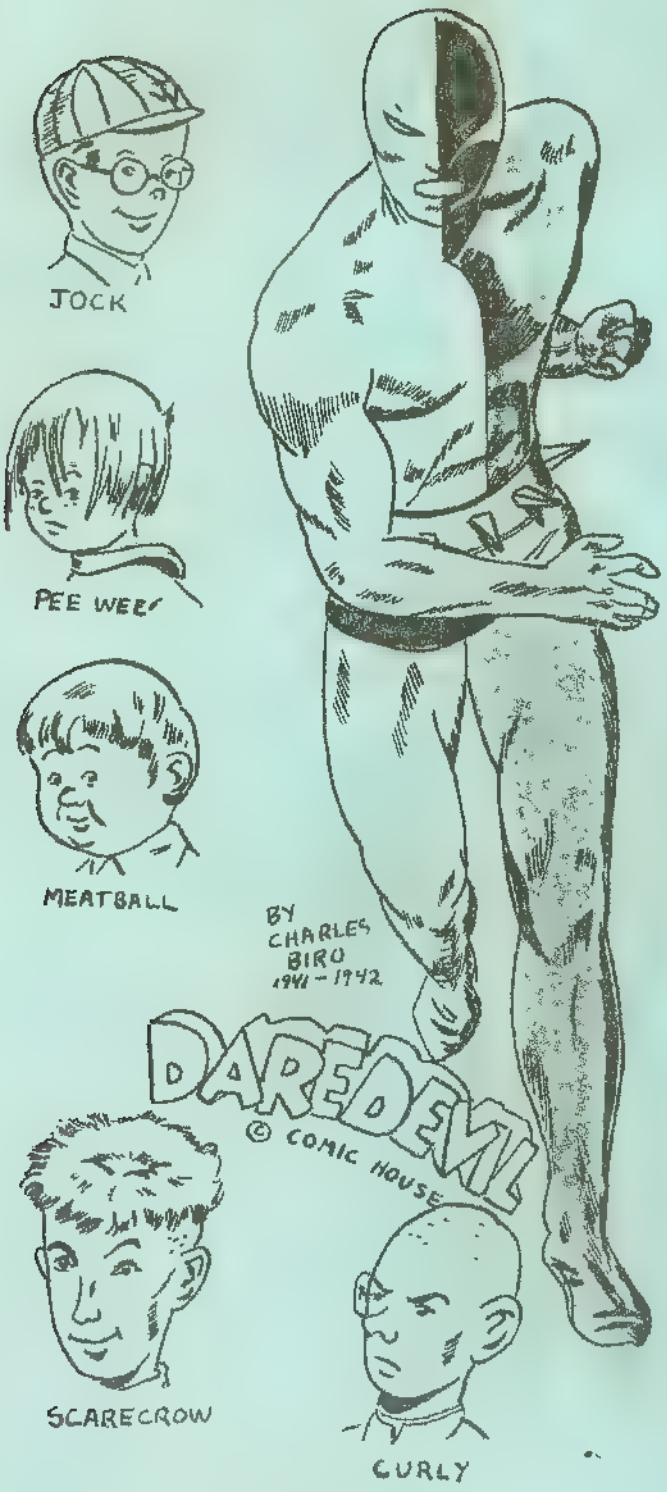
Crimebuster began his career in BOY COMICS #3 and made it all the way until the end--#119. Squeeks the Monkey also started in #3. C.B. was born out of vengeance. Chuck Chandler's mother & father were killed by Iron Jaw--the head of Nazidom's spies & saboteurs in Americau. As Crimebuster, Chuck swore to even the score with Iron Jaw. CB was drawn in the early days by Charles Biro. His costume was red with white trunks. Except for Daredevil and the Little Wise Guys, this was Comic House's best known character and except for the Claw, Iron Jaw was their most infamous villain. In later issues Chuck gave up his costume. During his career he has been known as Crimebuster, ■ C.B., and Chuck Chandler.



One of <u>the</u> all-time greats. Daredevil was really Bart Hill, millionaire playboy and early stories always feature his fiancee, Tonia Saunders. DD was billed as the greatest name in comics, but Superman and Capt. Marvel may have thought different. While he had no powers he did a famous weapon--a boomerang. With DAREDEVIL #13 the famous Little Wise Guys made their appearence. They were, by name, Pee Wee, Scarecrow, Jocko (the o in was dropped later in favor of Jock), and Meatball. Meatball died after a few issues and Curly took his place. And in later issues Pee Wee changed his name to Slugger. X Daredevil's greatest battles took place in the early stories, against The Claw. Three famous artists worked on this strip. In SILVER STREAK it was Don Rico, and in DAREDEVIL COMICS it was Charles Biro and Norman Maurer. Biro also wrote most of the DD stories. Daredevil appeared in SILVER STREAK #6-17 and DAREDEVIL #1 to around #60. His famous split red and blue costumes is still considered one of the most unique--and it certainly was.

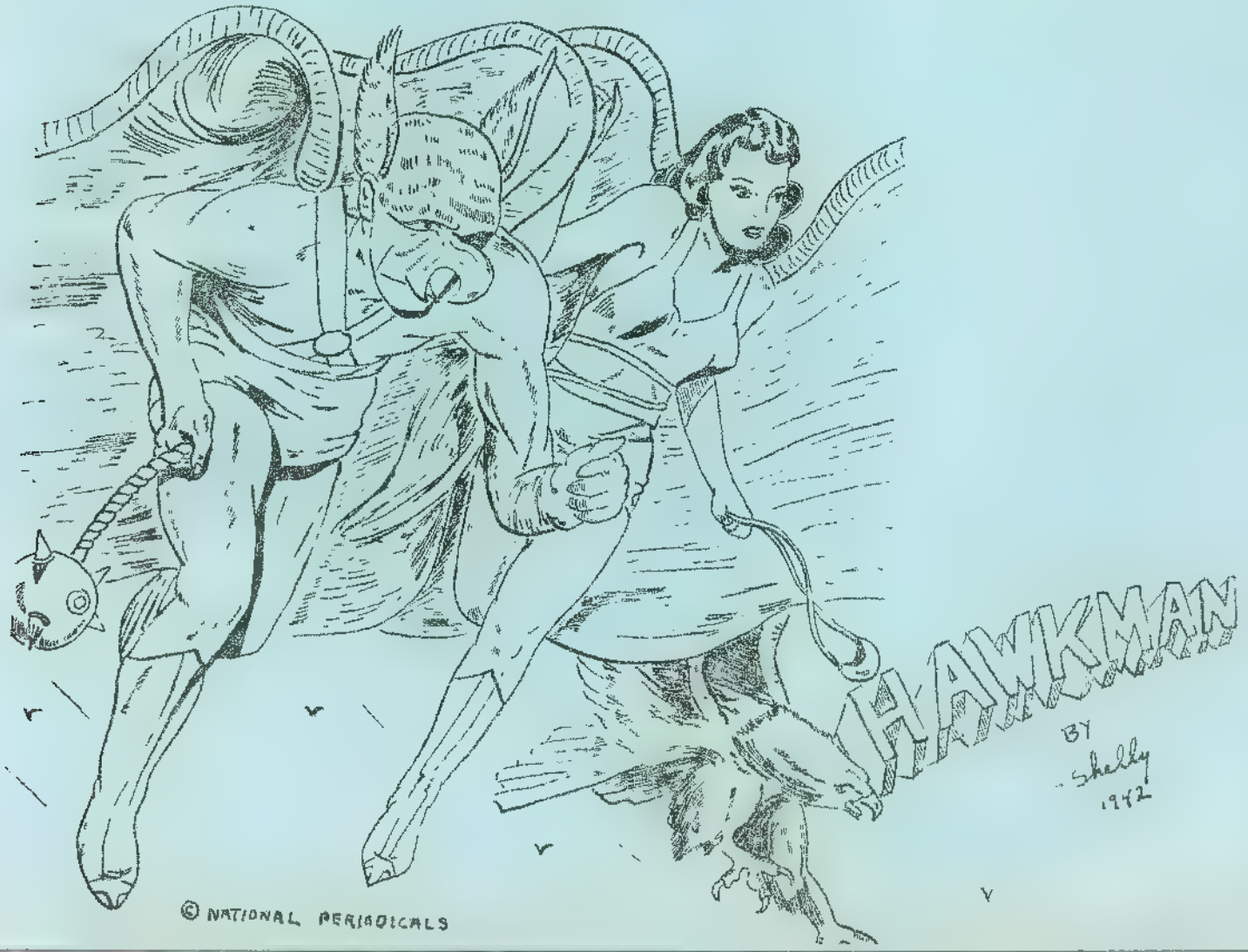
The Black Lion's only powers were strength and agility and he was accompanied by The Cub. In reality the Black Lion was George Davis, wealthy big game hunter, and The Cub was his nephew, Larry. Both had the same costumes--all black with red lining on their capes. The costumes were much like the Black Terror's. Some of the stories were drawn by Chuck Winter. His most dangerous foe was a man called "Blitz". Black Lion was in WONDERWORLD 22 and many issues after that.

GOLDEN AGE HEROES--"Capsule History"-- The Original Hawkman

By Raymond Miller and G.B. Love

Hawkman was created by Gardner Fox, who also originated the Flash, among others. FLASH COMICS #1, 1940 was the scene of Hawkman's debut. In his alter ego he was Carter Hall, who was supposedly a reincarnation of an Egyptian warrior. He flew by use of an anti-gravity belt made of 'nth metal' and his ability to communicate with birds is well known. In FLASH COMICS #1 he was joined by Hawkgirl(Shiera Sanders, his girl). The original artist on Hawkman was Reville, but he was soon replaced by Shelton Moldoff. Some other artists who worked on the HAWKMAN strip from time to time were Boziak, Moore, Hilliard, Hasser, etc., but Joe Kubert is generally regarded as the most famous. Carmine Infantino also worked on the Birdman at one time. For the most part Kubert handled the strip from around 1946 to 1954. Aside from appearing in FLASH COMICS #1-104, he also was in DC's giant one-shot 1G [illegible]. The Winged Wonder was also a charter member of the JUSTICE SOCIETY OF AMERICA, and around issue #8 or 9 was elected as permanent chairman, at least he remained in that job for the remainder of the JSA's life. He was also the only member to appear in all 57 issues of ALL STAR. Among the regular villians who now and then returned to plague Hawkman were The Raven, The Ghost, and The Hummingbird.

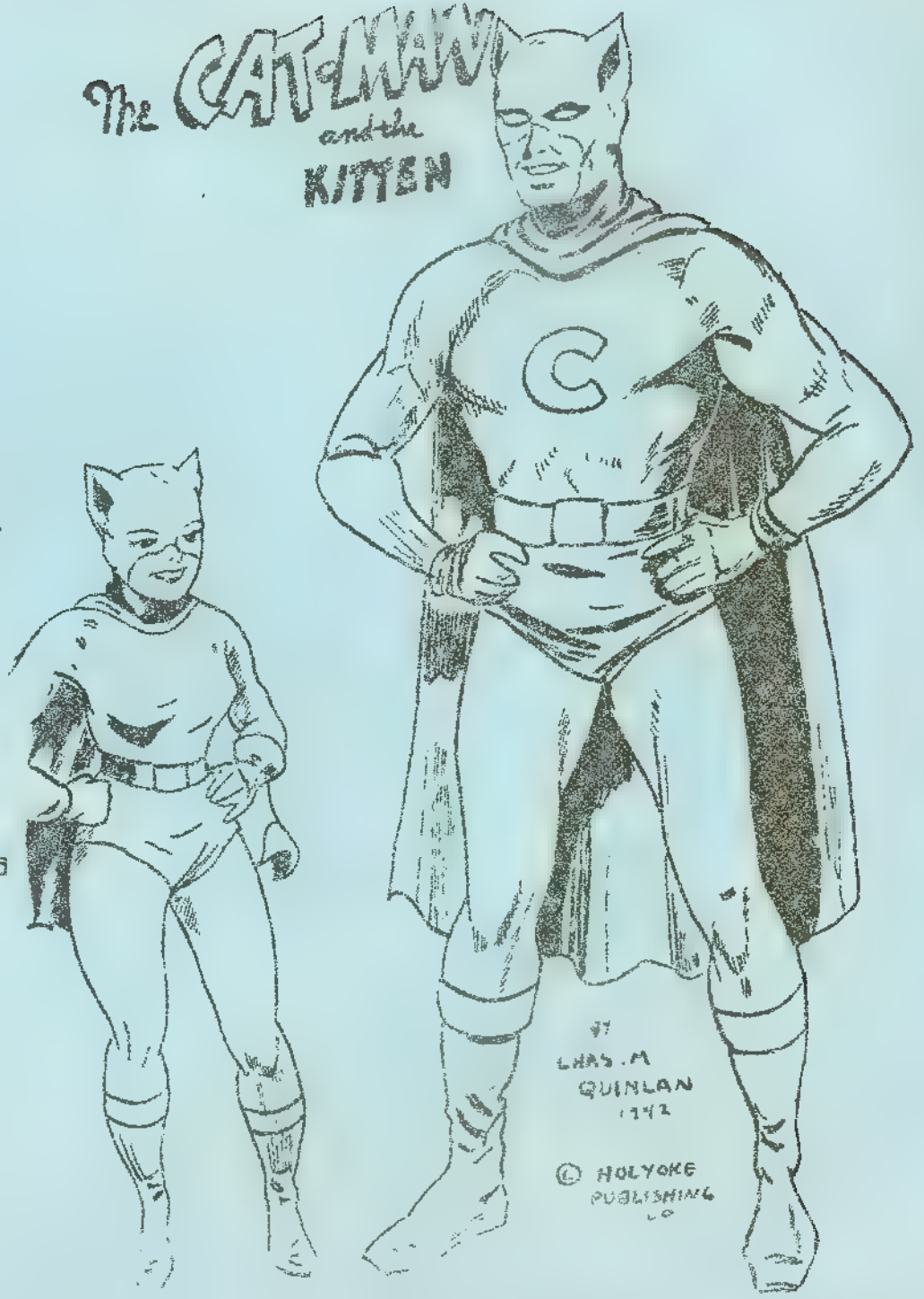
It might also be noted that the 'winged wonder' appeared on every other cover of FLASH COMICS from number 5 through 69, and then on numbers 70, 71,72,73,87,91,94-104. It might also be added here that Hawkgirl's very first appearence was in ALL-STAR COMICS #5.



GOLDEN AGE HEROES-"Capsule History" by
Raymond Miller and G.B. Love

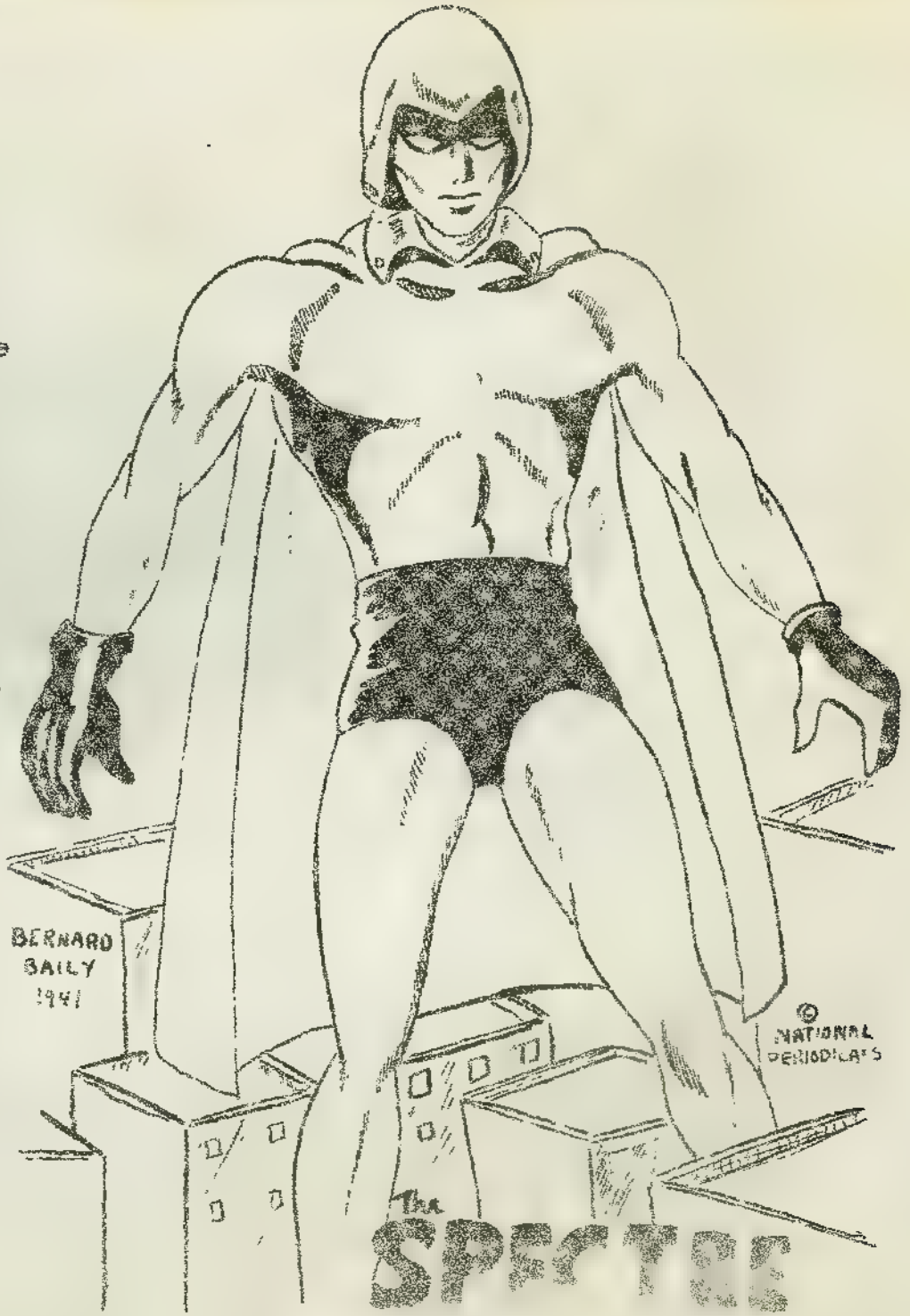
The Catman and The Kitten
David Merrywether (Catman) was the sole survivor of his parents' caravan, which was destroyed by bandits in Burma. David was picked up and reared by a Tigress and acquired all the attributes of the cat family--great strength, extreme agility, the ability to see in the dark and to leap many times his own length. Katie Conn, The Kitten, trained as an acrobat by her parents and orphaned when they were killed in a circus train wreck, was adopted by The Cat Man, whom she called Uncle David.

The art, for the most part, on this strip was handled by Charles Quinlan. This hero appeared in CATMAN COMIC #1-3? and The Kitten was in CATMAN COMICS #5-32. Their costumes were identical--orange tops, red gloves, boots, cape and hood, with bare legs.



GOLDEN AGE HEROES---"Capsule History"
by Raymond Miller and G.B. Love

The "Dark Knight" by Jerry Siegel & Bernard Baily was the first costumed hero in MORE FUN COMICS. Starting his career in #52, Feb., 1950, he disappeardmd after #101. In #52 & 53 it was told how Jim Corrigan, while trying to save his fiance Clarind Winston, was encased in a barrel of cement and dumped into the river while still alive. Jim's spirit rose to Heaven but God told him that he could never have eternal rest until he had wiped out all crime on the face of the earth. He returned to his body and discovered he could breathe under water and walk on it, grow or shrink to any size, become invisible, walk through walls and fly. Jim Corrigan and The Spectre could exist at the same time. The Spectre's spirit split off from Jim's and both went their own way. All this time, Jim's mortal body remaindd in the river. In MORE FUN #75 a creep called Percival Popp, the Super Cop, entered andx thus began the slow downfall of the "Green Ghost." In this issue (#75) God restores Corrigan to life but he still retains all his powers. A new Spectre isxborn and no longer do Jim and The Spectre exist at the same time. During the next few issues his original powers vanish---no more did he grow or shrink or talk with God. Then in MORE FUN #90 we find a new Spectre again. Jim enters the army and the Dark Knight battles invisible crime for the rest of his career. He also appeared in ALL STAR 1-10,12-20,22,23.



GOLDEN AGE HEROES --"Capsule History"-- Wildcat
by Raymond Miller and G.B. Love

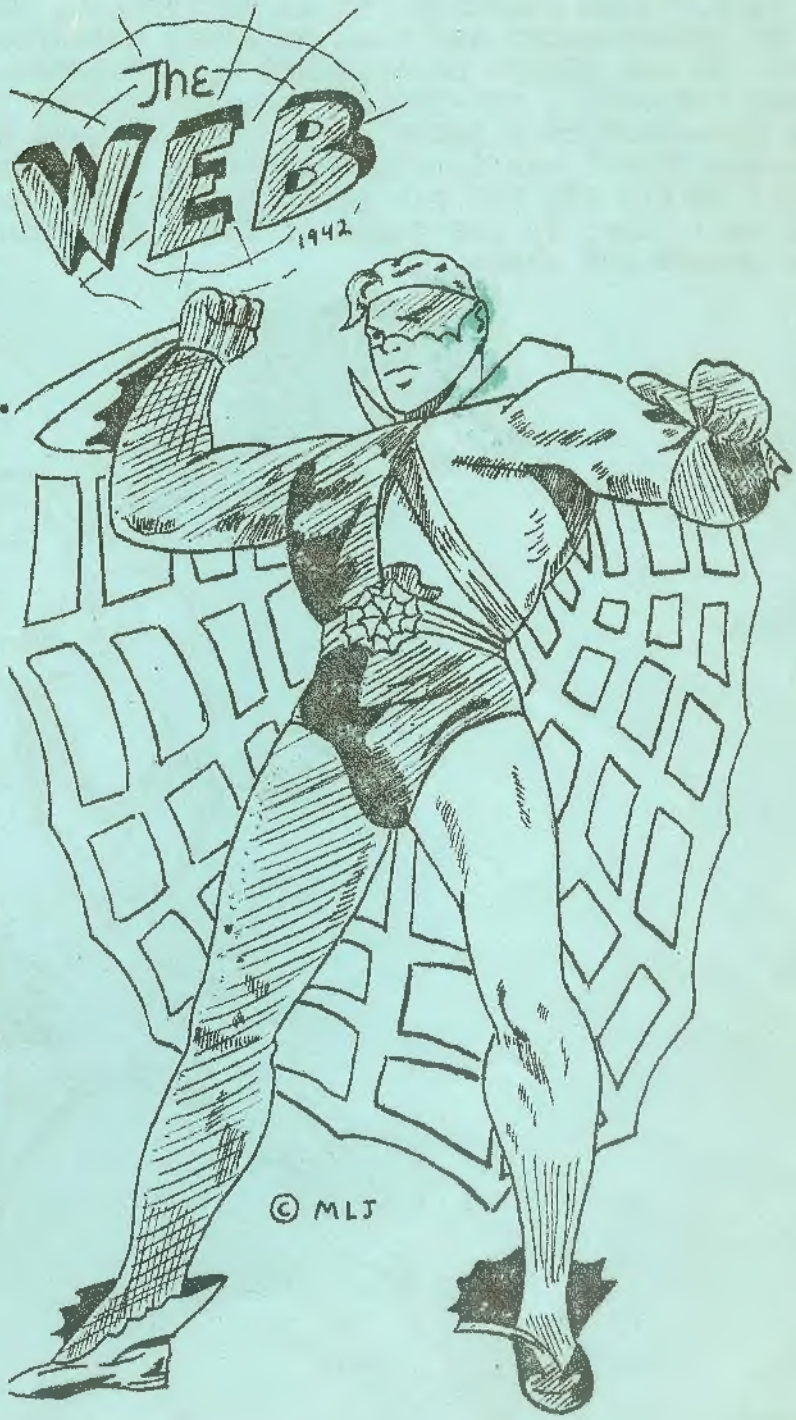
Wildcat was born in the first issue of SENSATION COMICS (Jan., 1942) Ted Grant, a heavyweight fighter, is wrongly accused of murder when he kills the champ by means of a needle which was placed in his glove by his manager. However, Ted manages to escape when the squad car that he was being taken away in wrecks. Being a fugitive, he adopts a "Wildcat" costume and goes after his former manager and eventually brings him to justice, however, he keeps his secret identity and continues to fight crime as Wildcat. This first story was drawn by Irwin Hansen and written by Bill Finger. In SENSATION #4 his aid (and later manager) Stretch Skinner. In #1 his love interested, Joan Fortune, was presented. Aside from appearing in SENSATION COMICS #1-90, he also was in ALL STAR COMICS as an invited guest and in #27, of the same comic, he took the Atom's place (for this one issue only).

Wildcat also made an appearence in DC's giant 128-page one-shot comic BIG ALL-AMERICAN (published in 1944, it is one of the most treasured and sought after of collectors items).

Wildcat was also featured in the first two issues of COMIC CAVALCADE.

Aside from Irwin Hasen, some of the other artists who worked on this strip at one time or another were: Bernard Sachs, Mort Meskin, Joe Kubert, Paul Reinman, and Joe Gallager.

GOLDEN AGE HEROES--"Capsule Histories"-- The Web
by Raymond Miller and G.B. Love



This was MLJ's last big costume hero and for awhile, one of their best. The Web began in ZIP #27 and was in all issues after that up to, and including ZIP 38. The 1st and 3rd story may well contain the best drawn strips of this series, with the 2nd story coming in a close 2nd. It was in the second story, ZIP 28, that his origin was told. John Raymond (The Web) had a brother named Tim. While John became an authority and lecturer on criminalology, his brother became just the opposite--a gangster. But when they grew up, and Tom was sent to prison and escaped, it was John who helped capture him, and at that time his mission in life was made clear--to show criminals they cannot escape their own web of crime! The Web did it physically and John Raymond's book did it mentally, and criminals found themselves caught in the webs of The Web!. One person shared his secret--a pupil of his named Rose Wayne. The Web had his share of villains in the persons of the Black Dragon, Capt. Murder, and Count Berlin. His costume was fashioned, in a way, after that of the original Daredevil, half green and half yellow--one of the most unique and attractive of super hero costumes.

by Raymond Miller and G.B. Love

The Man of Steel was one of MLJ's big ones, appearing in every issue, as well as on every cover, of ZIP COMICS #1-47. The art was handled first by Charles Biro and then by Irving Novick. Sterling was also featured in every issue JACKPOT COMICS, as well as being on all the covers. Steel Sterling had super powers and could fly with great speed. In the wind that would trail behind him was always the word Zip, which stood for both zipping speed and ZIP COMICS. In issue #1 of that comic his origin was told. John Sterling, in an experiment, plunged his body into a caldron of molten-metal and when he comes out--presto--Steel Sterling is born. He was always accompanied by 3 friends--his girl Dora Cummings, Clancy the chubby red-headed cop, and Looney the dim-witted red-headed thin one--sort of a Laurel and Hardy because both were always good for a laugh. Steel was to fight a number of costume Axis agents like The Hyena, in ZIP 29, but his greatest foe was Baron Gestapo, who he encountered many times in the pages of ZIP & JACKPOT. His costume was red with blue trunks and shoes.

While he did not last as long or have the appeal of Torch or Namor, nevertheless, the Angel was one of Timely's leading heroes for many years. He appeared in over 80 issues of MARVEL MYSTERY including #1. Originally, he was drawn by Paul Gustavson, a great name in comics of the early forties. The Angel had no secret identity and whether he was in a business suit or his famous red and blue costume, he was still called The Angel. He was one of the very few costume heroes that sported a mustache. Many of his stories were of the weird or horror type, complete with ghosts, as shown in MARVEL MYSTERY #28. The Angel even graced the covers of MARVEL MYSTERY #2,3,6,8,12. Most of his stories ended with the mysterious shadow of an angel.